

Jaguar 64 Limited Edition Cartridge

WORMS

Game Manual

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INTRODUCTION

Worms combines the best elements from the very best games ever created. It requires great thought, strategy and elements of sheer outrageous fortune. It provides the player with an almost infinite range of playing possibilities and we guarantee that no two games will ever be the same.

Teams take it in turn to bombard the enemy with whatever weapon they feel is likely to reap the most reward. Some weapons are limited in terms of supplies and therefore strategy is required for the best results.

Each Worm has an initial energy level which is depleted through the battle, once this is at zero the worm is removed from play. The last team remaining wins the game.

Each battle has a time period and once this is over a period of extra time may be played where all remaining worms are reduced to 1 unit of energy and the slightest hit will render them out of the game.

Each worm has a limited time in which to make its move (adjustable of course!) and can walk, jump and even teleport to pastures new.

LOADING

Turn your Jaguar off and insert the WORMS cartridge. Turn the power on and after a few seconds the title sequences will appear and the game will load. Once the main menu appears, you are ready to start the game.

CONTROLS

METHOD A

- A JUMP
- B FIRE / ACTION
- C HOLD DOWN AND USE THE DIRECTION PAD TO SCROLL AROUND THE LANDSCAPE

METHOD B

- A HOLD DOWN AND USE THE DIRECTION PAD TO SCROLL AROUND THE LANDSCAPE
- B JUMP
- C FIRE / ACTION

METHOD C

- A FIRE / ACTION
- B HOLD DOWN AND USE THE DIRECTION PAD TO SCROLL AROUND THE LANDSCAPE
- C JUMP

ADDITIONAL CONTROLS:

- 1 SPINS GIRDERS / CHANGES FUSE TIME ON GRENADES / CLUSTERS
- 3 CHANGES BOUNCE STRENGTH ON GRENADES / CLUSTER BOMBS
- 4 SELECT NEW LEVEL (ON LEVEL GENERATION SCREEN)
- 6 PLAY LEVEL (ON LEVEL GENERATION SCREEN)
- 8 CENTRE ON CURRENT WORM
- * MOTION TRACKING TOGGLE ON OR OFF (IF ON, THE SCROLL WILL FOLLOW THE CURRENT WORM AROUND)
- # TOGGLE THROUGH WORM NAMES

OPTION

WEAPON SELECT

PAUSE then OPTION

BRINGS UP 'QUIT GAME'
OPTIONS MENU

SCREEN DISPLAY

The screen consists of the landscape, an energy bar which shows the relative strength of all teams and the number of rounds they have won (medals), a panel that shows wind

strength and direction and a clock showing the remaining time of the current players turn.

ENERGY PANEL

The energy panel is visible by scrolling the screen to the top. The bar gets depleted as worms take hits. When a team wins a round, a small medal appears next to their name.

CLOCK

The clock shows you how many seconds remain in the current turn.

BOTTOM PANEL

This displays the wind direction (left or right) and the approximate strength. This should be used when firing weapons that are strongly affected by wind (bazooka for example). The bar below is used when gauging how much power to put into certain weapons.

WEAPON CRATES

These drop from time to time and contain a variety of goodies. They can only be collected by the current worm and can also be destroyed by blasting them, which is a tactic in itself.

DIFFERENT LANDSCAPES

A number of landscapes feature in the game and there are in excess of 4 billion possibilities, offering an endless and never ending stream of gameplay opportunities.

LANDSCAPE GENERATOR

You will notice that the landscape generator creates an entirely new landscape every time you play. You might also be interested in the fact that you can type your own name / number for a landscape and one will be created based on what you have typed. This may be a name, a birthday, a pet goldfish, anything at all.

To generate a landscape press the 'B' button at the start of a game to clear the landscape generator code. Cycle through letters and numbers using UP and DOWN on the directional pad. Right and Left on the directional pad access the next or previous character (up to a maximum of ten) in the code. Press the 'B' button again to enter the landscape.

A. PLAY GAME

B. TEAM ENTRY

C. WORM OPTIONS

D. WORM RANKINGS

E. CREDITS

A. PLAY GAME

Begin the game with the current settings. From this menu, you will go to the Team Select options and then onto the game itself. You must select at least 2 teams with which to play (to a

maximum of 4, each having 4 worms) and when these are highlighted, the following options are available.

Control the arrow using the Directional Buttons. To highlight an option and select or toggle between options, press the 'B' button.

More teams can be listed by clicking on DOWN and the list can go back again by clicking UP.

Once the teams are selected, toggle between League or Friendly options and press START to begin the game. The League setting places all the worms in a league where the WORM STATS are updated after a match. The aim here is to be the best, reach the top of the table and stay there. The Friendly setting allows a series of matches to be played without updating the WORM STATS.

B. TEAM ENTRY

When you first load WORMS up, a selection of default and computer controlled teams are already present and these can be selected. Edit and customize your teams by highlighting CLEAR and pressing the 'B' button to wipe the default selection (optional). Next, highlight either TEAM NAME, CAPTAIN or a WORM and press the 'B' button to begin editing. Use the Up and Down Directional Buttons to enter a letter and Right or Left to move onto a new letter or back to a previous one. Up to eight characters can be entered. Press the 'B' button to move down to the next name and either repeat the edition process or press again to skip. After the last name has been accepted the arrow will reappear.

Click on NEXT or LAST worm to edit the next or previous Worm team.

You can select whether the team will be controlled by a human player (HUMAN) or by the computer (CPU) at three distinct skill levels.

Highlight ENERGY and press the 'B' button to toggle the worms energy level.

When all changes have been made click on EXIT to return to the main menu.

C. WORM OPTIONS

- 1. GAME OPTIONS**
- 2. WEAPON OPTIONS**
- 3. AUDIO OPTIONS**
- 4. CONTROL METHOD**

Highlight an option by moving the arrow using the directional pad and pressing the 'B' button to select.

1. GAME OPTIONS

ROUNDS REQUIRED TO WIN: (1 or 2, default = 2)

ROUND TIME: (5 mins - infinite, 15 minutes is the default)

MOVE TIME: (20 seconds - unlimited time, default = 60 secs, 30 secs is the norm)

The shorter the move time, the tougher the game and the quicker you must think. Beginners may select it to be OFF so that they have plenty of time to accustom themselves to the controls.

WORM PLACING: (Entirely random or in groups of teams, default = random)

NUMBER OF LAND MINES: (1 - 8 or OFF, default = 8)

ROUND TIME DISPLAYED: (ON / OFF, default = OFF)

EXTRA TIME MODE: (ON / OFF, default = ON)

BANZAI MODE: (ON / OFF, default = OFF)

This option is for crazies only! This makes all explosions have the strength of dynamite!

ACTION TRACKING MODE: (ON / OFF, default = ON)

CLEAR LEAGUE STATISTICS

2. WEAPON OPTIONS

If a weapon is OFF, then it is unusable.

If a weapon is ON, then it is infinitely usable.

Alternatively, a weapon can be used 1-9 times during the round.

Extra weapons are also dropped in weapon crates during play, these are as follows; AirStrike, Teleports, Cluster Bombs, Dynamite, Minigun, Banana Bombs, Homing Missiles and Exploding Sheep.

3. AUDIO OPTIONS

MUSIC VOLUME: Change the volume level of the background audio effects.

SFX VOLUME: Change the volume level of the in-game sound effects.

TEST SFX: Try out the sound effects.

TEST MUSIC: Try out the music.

4. CONTROL METHOD

Players can select between 3 alternative control methods. These are outlined in the controls section. The default is method A, which we recommend as most natural for the game.

O. WORM RANKINGS

This screen reveals the top 8 Worms from the current list. How hard is your Worm?

E. CREDITS

Who did what...

CONTROLLING YOUR WORM

BASIC MOVEMENT CONTROLS

You move your worm around by using the directional pad. Left walks your worm to the left, Right walks your worm to the right.

If he is blocked then he will stop. If he falls from a cliff, then he will most likely get hurt and your go will be over.

You may make your Worm jump by pressing the JUMP button. Be careful when doing this as you can jump too far and if you hurt yourself, your turn will end.

AIMING YOUR WEAPON

As a default, a worm carries a bazooka. You will see a small crosshair when the worm stands still - this is the basis for aiming shots. Move the crosshair up and down with the directional pad. You must use your skill and judgement to predict the trajectory and fall of the weapon you are using.

SELECTING A WEAPON

THE ICONS

The icon selection bar is brought up by pressing the OPTION button, use the directional pad and the fire button to select your weapon. A further press of the OPTION button will bring more options to bear. To select a weapon press the FIRE button. The icons stay on screen until a weapon has been selected. Time counts down whilst the icon bar is on-screen.

USING A WEAPON

Weapons fall into several groups and groups share a common control method. For full details of the weapons themselves, the damage they can do and strategies for their use, see the weapons section.

BAZOOKA, HOMING MISSILE

Hold the FIRE button down to set your power and let go to fire. Adjust aim using up and down on the directional pad. The homing missile is aimed by moving around using the directional pad and confirming the target by pressing the FIRE button, the FIRE button is then used again to set power and fire the missile.

GRENADE, CLUSTER BOMB, BANANA BOMB

You can change the fuse time (BUTTON 1) and whether or not it is minimum or maximum bounce (BUTTON 3). Aim and fire as you would bazooka. Note that unlike bazooka, these weapons are unaffected by WIND. When collected, the banana bomb replaces the cluster bomb.

SHOTGUN, UZI, MINIGUN

These weapons do not use a trajectory but fire in a straight line. The shotgun is useful because you actually get to use both barrels (i.e. 2 shots) and Uzi / Minigun offer automatic rapid fire and spread of bullets. Fired with the FIRE button - in the case of UZI / MINIGUN, press the FIRE button once to fire off all the rounds.

FIRE PUNCH, DRAGON-BALL

These are 2 close combat moves. Position your worm and press the FIRE button to carry out the move.

DYNAMITE, MINE, SHEEP

Dynamite and mines are different in that you press the FIRE button to drop the weapon and then have a short period of time (5 seconds) in which time you bid to make your escape to a safe haven. Sheep, if collected, are released with the FIRE

button and are detonated with a subsequent press of the FIRE button. If undetonated, they will explode after 30 seconds have elapsed.

AIRSTRIKE, TELEPORT

These weapons are activated by confirming a position with the FIRE button.

BLOWTORCH, DRILL

These utility weapons allow worms to dig and burrow in the landscape. The blowtorch can be selected at any one of six different angles to dig (using up and down on the directional pad) whereas the drill can only dig vertically down. The FIRE button starts and stops both weapons activity. Both weapons will stop after a set period.

BUNGEE, NINJA ROPE

These utility weapons allow the worm to move across large expanses of the landscape. Bungee is automatically activated if you walk off a cliff with the weapon selected. Ninja Rope is aimed then fired with the FIRE button. Once dangling on a rope, you can speed up the swing by pressing left or right on the directional pad, to let go of the rope, press the FIRE button. Using rope weapons uses up rope time after you have finished with it. This means that you do not have to scramble about when using the ropes.

GIRDERS

Once selected, you can rotate the girder around by using BUTTON 1. Press the FIRE button to place the girder. Girders can only be placed over clear background.

KAMIKAZE, PROD

These are simple moves to employ. Aim your worm in the intended direction and press the FIRE button.

SURRENDER, SKIP GO

Select surrender and press the FIRE button. This will eliminate your team from the current round. Selecting and activating Skip Go will skip the turn of the current worm, play will pass to the next team in line.

WEAPON DETAILS

BAZOOKA

Affected by the wind and gravity. Can cause up to 50 points of damage if a direct hit. Causes devastation to the landscape. Large blast wave. Inadvisable to use from close range.

HOMING MISSILE

Generally regarded as a precision bazooka missile, the homing missile comes into play usually later in a game or when the chance of a certain kill is highly probable. Homing missiles are limited to 2 by default and more can be found in weapon crates. Cause a maximum of 50pts damage if a direct hit.

GRENADE

Like the bazooka, this is standard issue. Grenades remain strangely unaffected by wind but are harder to pinpoint the damage due to the nature of them bouncing and rolling around. Can cause a maximum of 50pts damage if the grenade explodes very near to the victim.

CLUSTER BOMB

Essentially this is very similar to a grenade but differs in that it shatters into 5 smaller warheads on explosion, with each smaller bomb being able to render 25pts damage. Unaffected by wind.

BANANA BOMB

These lethal, devastating weapons are only found in weapon crates. They are used like a cluster bomb and cause widespread destruction on impact. Each banana that is projected into the air can cause a massive 75pts damage and they can usually be relied upon to wipe out entire teams in one go. Unaffected by wind.

UZI AUTOMATIC MACHINE GUN

This high powered little beast is able to scatter a fine spread of bullets in the direction of your choice. Not a widely used weapon, but very effective. Unaffected by wind or gravity.

MINIGUN

This huge, massively powerful machine gun is only to be found in weapon crates. It acts in a very similar way to the UZI but is far more devastating. Unaffected by wind or gravity.

FIRE PUNCH

This move always knocks 30pts from the victim, but is more commonly used to 'kick' (although it is a punch!) worms off screen or into the water. The punch always knock the worm up and away from the player so that it is possible to lift another worm up and over an object. This punch will also 'cut through' any land above the worm, enabling the worm to complete the punch cycle.

DRAGON BALL

This is a move very similar to the one above but without the 'cutting' action. The worm throws out a small bolt of energy at the victim which causes 30pts damage and sends them reeling horizontally and slightly upwards.

DYNAMITE

Dynamite can blow up to 75pts damage from a worms tail and is very effective in throwing worms skywards and all over the level. On releasing the dynamite, you have 5 seconds to run before it blows...this should be enough time for you to get far enough away to avoid the large blastwave. Do not forget that dynamite will fall if dropped from a cliff...

LANDMINES

Similar to dynamite in their operation, although they are proximity mines and will only explode if they are near to worms. Their use is two-fold; (a) cheap dynamite (b) to protect an area, usually a tunnel that has been dug. Mines can remove up to 50pts damage if close enough, but if triggered nearby usually knock 30-35pts off a worm, which can be lethal...

EXPLODING SHEEP

This legendary weapon is top secret and hence only available in limited quantities via a weapon crate. Your woolly friend runs unselfishly towards the stricken enemy worms and will detonate at your command. With the effectiveness of dynamite and the dexterity that only a four legged fluffy white mammal can muster - the sheep is a priceless tool. Spend it wisely...

AIRSTRIKE

This very useful weapon calls in an 8 bomb airstrike to an area that you request.

TELEPORT

Teleport is a useful move which, if played correctly, can massively effect the course of a match. Teleporting to a weapon crate is a popular strategy and so is getting out of a potentially disastrous start position.

BLOWTORCH

This weapon allows your worm to dig up, across or down in either direction.

DRILL

This tool allows you to dig vertically down and make your way to safer places.

BUNGEE

If you fancy dropping from a high cliff onto a safe ledge then equip yourself with the bungee and simply walk off the cliff. Whilst dangling and bouncing on the bungee, you can speed your swing up and throw yourself to safety.

NINJA ROPE

Armed with the ninja rope, a worm is able to climb dizzy heights and move over large distances. The basic premise is to swing on the rope and throw yourself to safety.

GIRDERS

Girders have many uses... their designed use is to enable worms to cross bridges, provide a base for the ninja rope or so that sheep may cross critical paths.

KAMIKAZE

Some may question the politics and motives of a move that ends in certain death for the worm carrying out the maneuver, but kamikaze comes into it's own at late stages in the game where all is seemingly lost. Kamikaze sends the worm flying towards the enemy at great speed, exploding after half a second.

PROD

Probably the most understated move, prod does not actually harm the worms at all. The benefits are that you can just push a worm off a cliff to its early demise, or, in the case of a slippery landscape, make it slide down a bank and into a mine.

SURRENDER

We are not sure what this one does, t mean, we never use it...

SKIP GO

If you are in a tight comer and do not want to actually perform a move, you can skip your turn.

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